Take Test: System Models

Test Information

Description	
Instructions	
Multiple Attempts	This test allows multiple attempts.
Force Completion	This test can be saved and resumed later, unless it is a timed test. Once you start a timed test, the timer continues even if you leave the test and/or the LMS.

Save All Answers Save and Submit

QUESTION 1

10 points Save Answer

What is an architectural model?

- a. The most explicit way in which to describe a system; it captures the hardware composition of a system in terms of the computers (and other devices, such as mobile phones) and their interconnection networks.
- b. A way of describing a system in terms of the computational and communication tasks performed by its computational elements; the computational elements being individual computers or aggregates of them supported by appropriate network interconnections.
- c. A way of providing an abstract perspective in order to examine individual aspects of a distributed system.
- d. Both a) and b).
- e. None of the above.

QUESTION 2

10 points Save Answer

Which one of the following is most likely not true?

- a. Peers in a peer-to-peer architecture do not need to contact all other peers in the application.
- b. Servers require to listen on multiple ports in order to handle multiple clients.
- c. Thin clients can operate without a local hard disk drive.

d. Proxy servers are usef

e. Mobile code can not r

Question Completion Status:

QUESTION 3 **10 points** Save Answer

In terms of distributed systems, what is "Mobile Code"?

a. A program (including both code and data) that travels from one computer to another in a network carrying out a task on someone's behalf.

b. A code which is running on mobile devices.

c. A program that can be transferred from one computer to another and run at the destination.

d. All of the above, they are equivalent.

e. None of the above.

QUESTION 4 **10 points** Save Answer

Which one of the following is most likely not true concerning the synchronous system model?

a. It assumes a bound on message transmission delay.

b. It assumes a bound on process memory usage.

c. It assumes a bound on local clock drift rate.

d. It assumes a bound on the time to execute each step of a process.

e. It assumes a bound on message size.

QUESTION 5 **10 points** Save Answer

Which one of the following is most likely true concerning the asynchronous system model?

a. Latency is not important.

b. Acknowledgements are not considered part of the model.

c. System calls are never blocking.

d. Receivers can respond at any time.

e. Messages can be resent any number of times.

QUESTION 6 **10 points** Save Answer

Omission failures refer to which of the following cases:

a. When a process transmission takes longer than the stated upper bound.

b. When a message content is corrupted.

c. When a process or communication channel fails to perform actions that it is supposed to

do.

Question Completion Status:

d. When nonexistent me

e. When a process returns a wrong value in response to an invocation.

QUESTION 7

10 points Save Answer

Thin clients are characterized by:

a. Implementing lightweight communications protocols.

b. Typically providing rich functionality and performing most of the required processing.

c. Being heavily dependent on a server's applications.

d. Being standalone and not requiring a server to function.

e. Having a high-speed interconnect with a server.

QUESTION 8

10 points Save Answer

Which of the following is a system where one node is always reacting on requests and other nodes only communicate with this node?

a. An asynchronous system.

b. A synchronous system.

c. A client-server system.

d. A peer-to-peer system.

e. A distributed file system.

QUESTION 9

10 points Save Answer

Which of the following statements is true regarding the behavior of a client and a server in a client-server architecture?

a. The server waits for a connection, while the client actively connects to it.

b. The client waits for a connection, while the server actively connects to it.

c. Both the client and the server actively connect to each other.

d. Both the client and the server wait for a connection.

e. None of the above.

QUESTION 10

10 points Save Answer

Which of the following is a characteristic of an asynchronous system?

a. All operations will take an equal amount of time.

b. The exact time it take

b. The exact time it takes

Question Completion Status:

c. An internal clock has a

d. The time to perform an operation does not have an upper bound.

e. Messages might not be delivered.

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